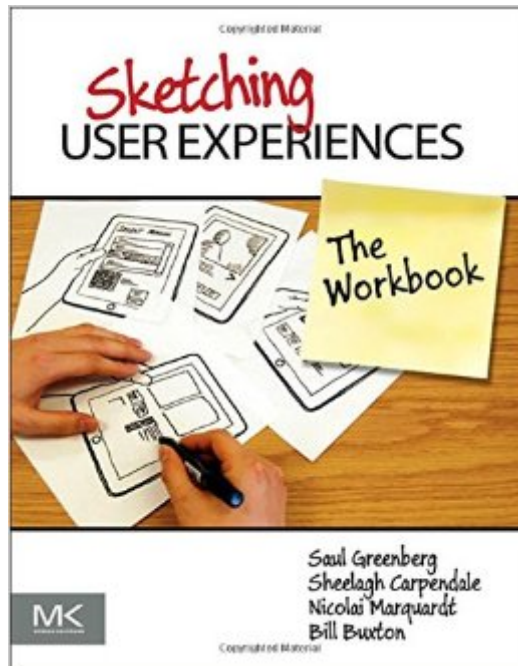


The book was found

Sketching User Experiences: The Workbook



Synopsis

Sketching Working Experience: The Workbook provides information about the step-by-step process of the different sketching techniques. It offers methods called design thinking, as a way to think as a user, and sketching, a way to think as a designer. User-experience designers are designers who sketch based on their actions, interactions, and experiences. The book discusses the differences between the normal ways to sketch and sketching used by user-experience designers. It also describes some motivation on why a person should sketch and introduces the sketchbook. The book reviews the different sketching methods and the modules that contain a particular sketching method. It also explains how the sketching methods are used. Readers who are interested in learning, understanding, practicing, and teaching experience design, information design, interface design, and information architecture will find this book relevant. Features standalone modules detailing methods and exercises for practitioners who want to learn and develop their sketching skills. Extremely practical, with illustrated examples detailing all steps on how to do a method. Excellent for individual learning, for classrooms, and for a team that wants to develop a culture of design practice. Perfect complement to Buxton's Sketching User Experience or any UX text. Author-maintained companion website at <http://grouplab.cpsc.ucalgary.ca/sketchbook/>

Book Information

Paperback: 272 pages

Publisher: Morgan Kaufmann; 1 edition (December 28, 2011)

Language: English

ISBN-10: 0123819598

ISBN-13: 978-0123819598

Product Dimensions: 8.5 x 0.9 x 10.8 inches

Shipping Weight: 2 pounds (View shipping rates and policies)

Average Customer Review: 4.5 out of 5 stars [See all reviews](#) (20 customer reviews)

Best Sellers Rank: #86,292 in Books (See Top 100 in Books) #19 in [Books > Engineering & Transportation > Engineering > Industrial, Manufacturing & Operational Systems > Industrial Design > Products](#) #19 in [Books > Textbooks > Humanities > Visual Arts > Drawing](#) #41 in [Books > Computers & Technology > Graphics & Design > User Experience & Usability](#)

Customer Reviews

Over the past two years I've spent many evenings and weekends teaching myself everything I can about IA/UX/IxD and so have surveyed many of the books available. For the most part those books

can be broken into two categories. The first are theory books (About Face 3, Information Architecture for the World Wide Web) and design pattern books (Designing Interfaces, Designing Web Interfaces) (Not to mention user research books but that's a whole different step of the process). Unfortunately, I haven't found too many books that focus on the skills of sketching a user experience. I have read and worked through Drawing on the Right Side of the Brain and Visual Meetings but found the first was really focused on fine art sketching and the later is really focused on meetings and sharing general ideas with people.

[Download to continue reading...](#)

Sketching User Experiences: The Workbook Sketching User Experiences: Getting the Design Right and the Right Design (Interactive Technologies) The Urban Sketching Handbook: Understanding Perspective: Easy Techniques for Mastering Perspective Drawing on Location (Urban Sketching Handbooks) How To Draw Manga: Sketching Manga-Style Volume 1: Sketching As Composition Planning (How to Draw Manga (Graphic-Sha Numbered)) The Urban Sketching Handbook: People and Motion: Tips and Techniques for Drawing on Location (Urban Sketching Handbooks) The Urban Sketching Handbook: Reportage and Documentary Drawing: Tips and Techniques for Drawing on Location (Urban Sketching Handbooks) Urban Sketching For Beginners: A Beginner's Guide to Urban Sketching, Including Paris, je t’aime.: The Sketching Lover’s Companion (Sketching on Location) Drawing For Beginners: The Ultimate Guide To Successful Drawing - Learn The Basics Of Drawing And Sketching In No Time! (Drawing, How To Draw Cool Stuff, Sketching) Watercolor Sketching for Beginners (Watercolor Sketching for Beginners (art, watercolor, sketch, instruction, reference, tuition, painting) Book 1) Fire Stick: The 2016 User Guide And Manual - Learn How To Install Android Apps On Your Fire TV Stick! (Streaming Devices, How To Use Fire Stick, Fire TV Stick User Guide) Kindle Fire HD User Manual: The Complete User Guide With Instructions, Tutorial to Unlock The True Potential of Your Device in 30 Minutes (JULY 2016) Echo: The Ultimate User Guide to Master Echo In No Time (Echo 2016,user manual,web services,by ,Free books,Free Movie,Alexa ... Prime, smart devices, internet) (Volume 4) Anger Experiences: Group Member Workbook (Anger Management) (Volume 1) Learning from Museums: Visitor Experiences and the Making of Meaning (American Association for State and Local History) The Empty Mirror: Experiences in a Japanese Zen Monastery Mudworks: Creative Clay, Dough, and Modeling Experiences (Bright Ideas for Learning (TM)) Maisy Goes to Preschool: A Maisy First Experiences Book Great American Artists for Kids: Hands-On Art Experiences in the Styles of Great American Masters (Bright Ideas for Learning (TM)) Atlas of Adventures: A collection of natural wonders, exciting experiences and fun festivities from the four corners of the globe

